13. The system of claim **1**, wherein the operations further comprise detecting a facial expression indicative of at least one or calm, joy, surprise, fear, anger, disgust, trust, shame, contempt, anticipation, and sadness.

14. The system of claim **13**, wherein the operations further comprise adjusting the difficulty of a game based on the facial expression.

15. The system of claim **1**, wherein the computing device is one of a smart phone or tablet.

16. The system of claim **1**, wherein the computing device comprises a virtual reality headset.

17. The system of claim **1**, wherein the computing device enables the user to configure which input commands correspond to which facial movements.

18. The system of claim **1**, wherein the capture sensor is a camera.

19. The system of claim **1**, wherein the capture sensor is capable of detecting heat, air pressure, infrared light, sound, electromagnetic waves, or light emission.

20. A computer-implemented method comprising:

receiving, from a capture sensor, information indicative of a state of the face of the user;

determining that the user is performing one of a predetermined set of facial movements based on the information;

determining an input command based the determined facial movement; and

executing the input command on the computing device.

21. The computer-implemented method of claim **1**, wherein the operations further comprise locating a cursor on a user interface of the computing device based on a position of a chin or a nose of the user.

22. The computer-implemented method of claim **1**, wherein the facial movement include at least one of inflating a cheek of the user, sticking out of a tongue of the user, pursing lips of the user, rubbing the lips together, a lipstick pose, a kiss pose, smiling, raising eyebrows, and expanding corners of the lips.

23. The computer-implemented method of claim **1**, wherein the operations further comprise detecting a facial expression indicative of at least one or calm, joy, surprise, fear, anger, disgust, trust, shame, contempt, anticipation, and sadness.

24. The computer-implemented method of claim **1**, wherein the computing device enables the user to configure which input commands correspond to which facial movements.

25. A non-transitory computer storage medium having instructions stored thereon which, when executed by the one or more processors, cause a computing device computer to perform operations comprising:

receiving, from a capture sensor, information indicative of a state of the face of the user;

determining that the user is performing one of a predetermined set of facial movements based on the information;

determining an input command based the determined facial movement; and

executing the input command on the computing device.

26. The non-transitory computer storage medium of claim **1**, wherein the operations further comprise locating a cursor on a user interface of the computing device based on a position of a chin or a nose of the user.

27. The non-transitory computer storage medium of claim **1**, wherein the facial movement include at least one of inflating a cheek of the user, sticking out of a tongue of the user, pursing lips of the user, rubbing the lips together, a lipstick pose, a kiss pose, smiling, raising eyebrows, and expanding corners of the lips.

28. The non-transitory computer storage medium of claim **1**, wherein the operations further comprise detecting a facial expression indicative of at least one or calm, joy, surprise, fear, anger, disgust, trust, shame, contempt, anticipation, and sadness.

29. The non-transitory computer storage medium of claim **1**, wherein the computing device enables the user to configure which input commands correspond to which facial movements.

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